

Roll 2d6, then find the corresponding job table. Then roll 4 or 5d6 and (in-order) discover the job details.

2	#	Location	Threat	Why	Complication
Faceoff	1	Industrial	Bounty hunter*	Contract	Bystanders
	2	Orbital	Gangs	Love	Environmental
	3	Residential	Mercenaries*	Money	Law Enforcement
	4	Rural	Pirates	Money	Multiple Threats
	5	Starship	Political faction	Previous encounter	None
	6	Urban	Rival crew*	Previous encounter	War-torn region*

3	#	Patron	Job	Location	Complication
Dirty Work	1	Bureaucrat	Abduction*	Industrial	Bystanders
	2	Executive	Assassination*	Orbital	Corporate Security
	3	Merchant	Assault	Residential	Environmental
	4	Noble*	Burglary	Rural	Law Enforcement
	5	Officer	Hijacking*	Starship	Military Presence*
	6	Scientist	Sabotage	Urban	War-torn region*

4	#	Patron	Location	Target	Hazards
Exploration	1	Bureaucrat	Asteroid belt	Imagery	Another explorer
	2	Executive	Frontier planet	Imagery	Radiation
	3	Merchant	Deep space*	Raw samples	Space debris
	4	Noble*	Dwarf planet	Raw samples	Supernova
	5	Officer	Moon	Survey data	Uncharted asteroids
	6	Scientist	Uncharted space	Survey data	Unusual gravity

5	#	Patron	Target Location	Opposition	Complication
Recon	1	Bureaucrat	Industrial	Corporate mercenaries*	Bureaucracy/Politics
	2	Executive	Orbital	Gangs	Disaster area*
	3	Merchant	Residential	Pirates	Environmental
	4	Noble*	Rural	Political faction	Local crime
	5	Officer	Starship	Rebels*	Security presence
	6	Scientist	Urban	Rivals	War torn region*

6	#	Patron	Target	Threat	Location
Security	1	Bureaucrat	Location	Corporate mercenaries*	Industrial
	2	Executive	Location	Gangs	Orbital
	3	Merchant	Package	Pirates	Residential
	4	Noble*	Patron	Political faction	Rural
	5	Officer	Patron w/ Entourage	Rebels*	Starship
	6	Scientist	Vehicle	Rivals	Urban

7	#	Patron	Package	Destination	Complication
Courier	1	Bureaucrat	Commodities	Colony	Bureaucracy/Politics
	2	Executive	Data	Remote outpost	Disaster area*
	3	Merchant	Passenger(s)	Rural	Local crime
	4	Noble*	Medical supplies	Orbital	Fugitives/Illegal*
	5	Officer	Weapons	Starship	Money
	6	Scientist	Unmarked Crates*	Urban	War torn region*

8	#	Patron	Target	Last Known Location	Complication
Search	1	Bureaucrat	Cargo	Colony	Bureaucracy/Politics
	2	Executive	Digital data	Remote outpost	Family
	3	Merchant	Person(s)	Rural	Fugitives/Illegal*
	4	Noble*	Person(s)	Orbital	Experimental/Research
	5	Officer	Vehicle	Starship	Rival
	6	Scientist	Vital documents*	Urban	War torn region*

9	#	Patron	Target	Location	Salvage License	Complication
Salvage	1	Belter	Merchant ship, heavy	Asteroid belt	Local	Freelance salvage team
	2	Bureaucrat	Merchant ship, light	Deep space	Local	Rival crew
	3	Executive	Military vessel*	High orbit	Sector	Radiation
	4	Merchant	Personal yacht	Low orbit	Shadow*	Pirates
	5	Noble*	Spacestation*	On planet	Sub-contract	Government team
	6	Scientist	Science vessel	(In) System space	Sub-contract	Rogue robots

10	#	Patron	Objective	Location	Complication
Investigation	1	Bureaucrat	Abduction	Colony	Bureaucracy/Politics
	2	Executive	Burglary	Remote outpost	Criminal underworld*
	3	Merchant	Counter-espionage*	Rural	Family
	4	Noble*	Missing person	Orbital	Local authorities
	5	Officer	Murder*	Starship	Local authorities
	6	Scientist	Sabotage	Urban	Rival crew*

11	#	Patron	Role	Location	Opposition
Mercenary	1	Bureaucrat	Defend	Colony	Corporate mercenaries*
	2	Executive	Patrol	Remote outpost	Gangs
	3	Merchant	Raid*	Rural	Pirates
	4	Noble*	Reinforce	Orbital	Political faction
	5	Officer	Secure	Starship	Rebels*
	6	Scientist	Strike*	Urban	Rivals*

12: Crew Choice: Pick a job